## Lib Curl

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### 1. Introduction

libcurl - the multiprotocol file transfer library

Official curl / libcurl site

#### 2. CookBook

#### 2.1. Using LibCurl with Visual Studio

Interesting article on Stackoveflow:

Intall properly libcurl for visual studio

In my case I used

- libcurl\_a.lib
- crypt32.lib
- Wldap32.lib
- Normaliz.lib

#### 2.1.1. Practical installation

Version downloaded: curl-7.83.1.zip

Steps:

- 1. Download version
- 2. Unzip
- 3. Open Visual Studio 2022 Developer Command Prompt v17.0.4
- 4. Go to build folder D:\ccp\_vhdd\_app\*curl-7.83.1\winbuild\*
- 5. Create static library by running the command

nmake /f Makefile.vc mode=static

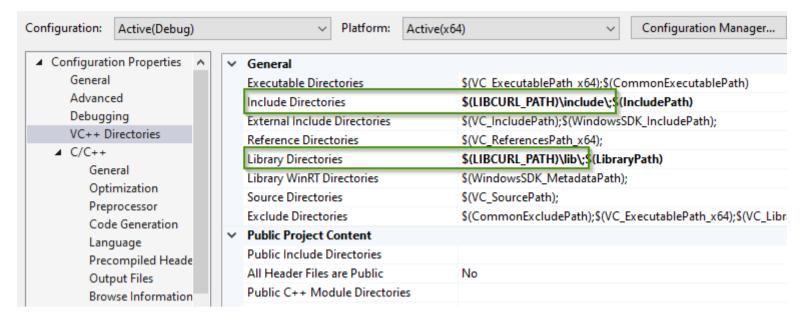
6. This will build curl as a static library into

 $\label{libcurl-vc-x64-release-static-ipv6-sspi-schannel} D: \verb|\ccp_vhdd_app\curl-7.83.1| builds \verb|\libcurl-vc-x64-release-static-ipv6-sspi-schannel| and the control of t$ 

7. Definie environment variable that points to the static build

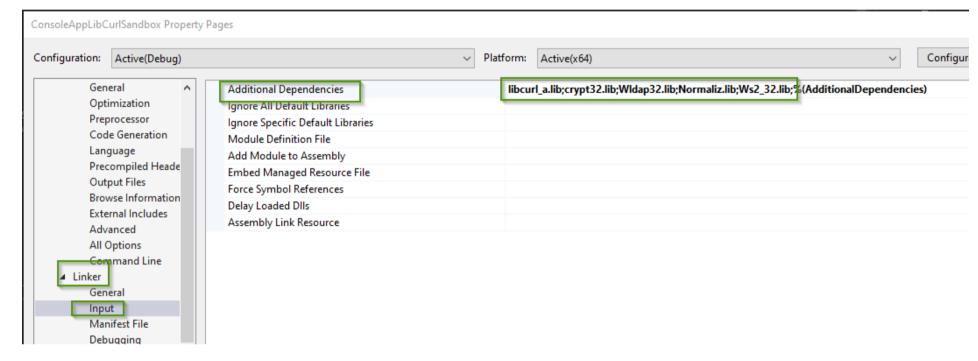
\$env:LIBCURL\_PATH = 'D:\ccp\_vhdd\_app\curl-7.83.1\builds\libcurl-vc-x64-release-static-ipv6-sspi-schannel'

- 8. Set Visual Studio environment
  - a. Add libcurl in Include Directories + Library Directories



b. Add aditional libraries for the linker

```
libcurl_a.lib
crypt32.lib
Wldap32.lib
Normaliz.lib
Ws2_32.lib
```



c. The definition CURL\_STATICLIB should be added to the project. See below example of minimal source code in C++

```
#include <iostream>
#define CURL_STATICLIB
#include <curl/curl.h>
int main()
    CURL* curl;
    CURLcode res;
    curl = curl_easy_init();
    if (curl) {
        curl_easy_setopt(curl, CURLOPT_URL, "https://www.google.com");
        /* Perform the request, res will get the return code */
        res = curl_easy_perform(curl);
        /* Check for errors */
        if (res != CURLE_OK)
            std::cerr << "curl_easy_perform() failed:" << curl_easy_strerror(res) << std::endl;</pre>
        /* always cleanup */
        curl_easy_cleanup(curl);
   }
}
```

# 3. Development with C++

Libcurl with c There's basically only one thing to keep in mind when using C instead of C when interfacing libcurl:

The callbacks CANNOT be non-static class member functions

Example C++ code:

```
class AClass {
  static size_t write_data(void *ptr, size_t size, size_t nmemb, void *ourpointer)
  {
     /* do what you want with the data */
  }
}
```